

# SYDNEY TERRIS

## UIUX DIRECTOR

UX ARCHITECTURE // UI VISION  
[sydney-terris.com](http://sydney-terris.com)

## PROFILE

UIUX Director by day and a video game dork by night. I love passionately developing vivid and vibrant user experiences that balance immersive depth with purposeful design.

## KEY NOTES

Full-Stack UIUX Leader & Designer  
End-To-End UI Ecosystem Developer  
10+ Industry Leading Products  
FPS Multiplayer & Campaign Focused

## SPECIALTIES

UX Architecture & Leadership  
UI Art & Vision Development  
Global-Reach Audiences  
Accessible By Design Development

## TOOLS

Adobe Suite & Figma  
UE4, UE5, Unity  
Typescript, C++  
Proprietary Engine Dev

## SHIPPED PRODUCTS

### Mountaintop Studios SPECTRE DIVIDE

First Person Tac Shooter // 2024

### Call Of Duty® BLACK OPS 6

FPS Campaign // 2024

### Call Of Duty® WARZONE™ 2.0

Battle Royale & Extraction Shooter // 2022

### Call Of Duty® MODERN WARFARE II

FPS Multiplayer, Campaign, & Co-Op // 2022

### Call Of Duty® WARZONE™: PACIFIC

Battle Royale & Supporting Modes // 2021

### Call Of Duty® VANGUARD

FPS Multiplayer, Campaign, & Zombies // 2021

### Call Of Duty® VERDANSK '84

Battle Royale & Supporting Modes // 2021

### Call Of Duty® BLACK OPS COLD WAR

FPS Multiplayer, Campaign, & Zombies // 2020

### Call Of Duty® WARZONE™

Battle Royale & Supporting Modes // 2020

### Call Of Duty® MODERN WARFARE

FPS Multiplayer, Campaign, & Co-Op // 2019

### Call Of Duty® BLACK OPS IIII

Multiplayer, Campaign, Zombies, & BR // 2018

### NDA PROTECTED UNANNOUNCED

Fantasy FPS // TBD, Rogue TPS Deck Builder // TBD, Battle Royale Isometric TPS // TBD, Zombie FPS // TBD, Tactical FPS Campaign // TBD

## EXPERIENCE

// OCT 2022 - PRESENT

### UIUX DIRECTOR Mountaintop Studios

UIUX Director for a team of UX Designers, UI Artists, Technical Designers, and UI Engineers focused on bringing Spectre Divide, an exciting UE4, live-service FPS Tactical Shooter to life. Reimagining gameplay-first, accessible-by-design front end and in-game UI from the ground up, delivering an immersive and dynamic experience that engages and delights across all core features including gameplay, customization, progression, ranked play, MTX, clan systems, platform services, and more.

// MAY 2020 - PRESENT

### PRINCIPAL UX & UI DESIGNER Freelance | Ember & Elk

Boutique UIUX Design, Art, Tech, and Leadership services for indie and small sized development projects across a range of genres and art styles.

// FEB 2019 - SEPT 2022

### UX DESIGNER Raven Software | Activision

UIUX designer, architect, and artist for the Call of Duty franchise focusing on multiplayer, campaign, and large map mode UI & UX architecture. Diversity, inclusion, and accessibility design, development and dev-ops architecture leader. Developed and shipped 10+ installations of the Call of Duty franchise across an audience of over 200 million players globally.

// MAY 2018 - AUG 2018

### UX DESIGN INTERN Raven Software | Activision

Redesigned eSports broadcasting tools around user research and feedback to amplify broadcaster agency from the professional to the amateur level for Black Ops IIII.

// MAY 2017 - AUG 2017 AND MAY 2016 - AUG 2016

### UX & UI ARCHITECT INTERN The Coca-Cola Company

Responsible for the workflow analysis, information architecture, data visualization, prototype development, and user testing of the Evaluation Engine and CLIQ.

## EDUCATION

### MASTER'S DEGREE, UX DESIGN Maryland Institute College Of Art

Master of Professional Studies degree in UX Design.

### GRADUATE STUDIES Brown University

Graduate work in Theoretical Physics including biophysics research and coursework covering electrodynamic, quantum, and solid state physics.

### BACHELOR OF SCIENCE Rutgers University

Applied Physics and Women's & Gender Studies double major.

